

viz media

EXCELSAGA

25



story and art by RIKDO KOSHI

EXCELSIOR'25

**STORY AND ART BY
RIKDO KOSHI**

I'm
A
CHIC
GUARD!



EXCELSIOR

25

RIKDO KOSHI



EXCEL SAGA

25

STORY AND ART BY
RIKDO KOSHI

ENGLISH ADAPTATION BY
CARL GUSTAV HORN

TRANSLATION
KYOKO KONDO

LETTERING & TOUCH-UP
AVRIL AVERILL

GRAPHIC DESIGNER
NOZOMI AKASHI

EDITOR
CARL GUSTAV HORN

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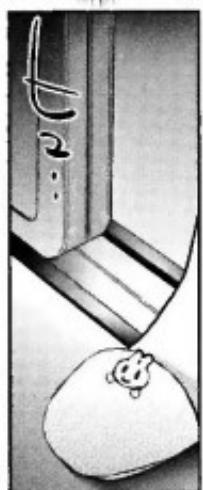
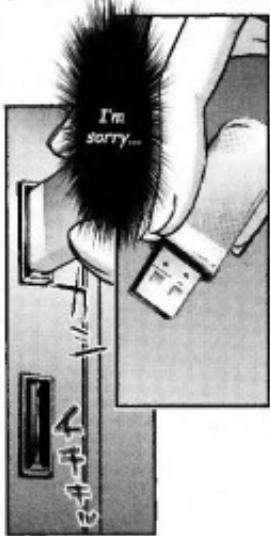
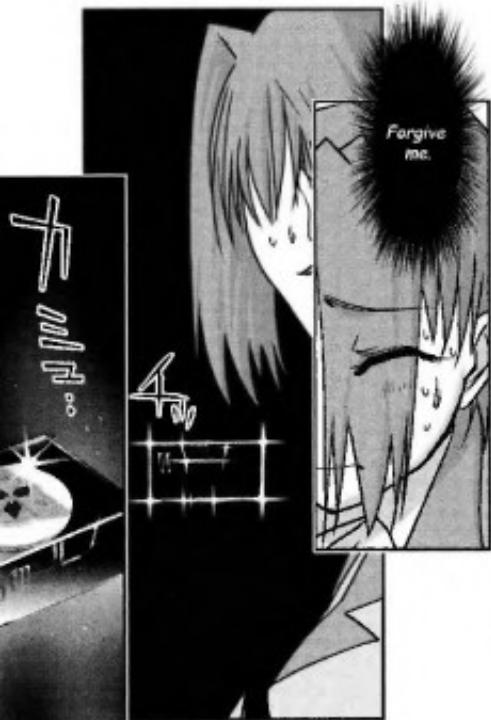


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PARENTAL ADVISORY

EXCEL SAGA is rated TV for Older Teen and is recommended for ages 16 and up. This volume contains fantasy violence and mature situations.
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THAT'S THE ONE.



IS THIS...
THE ONE?



WITH THIS...



BUT
DON'T
GET
HURT,
UMI-CHAN...
OR I'LL
GET IN
TROUBLE.
♥

I'VE HAD
EVERY-
THING ARRANGED.



THERE'S
NO WAY
YOU COULD
SOLVE
THE
PROBLEM
WITH
THAT STUFF.





MISSION 1
OOOO DOES NOT BETRAY
YOUR DREAM

STRATEGY START











WE DIDN'T
REALLY HAVE
TIME TO PUT
UP A FIGHT.
IT SEEMS SINCE
IWATA CAME
BACK TO
NORMAL,
THEY'VE HAD
THINGS
PREPARED.

Akshully,
Matsuya...

Divven't
tek
it sur
haad,
bonny
lad.

DO
YOU
KNOW
SOMETHING...?

ME,
TOO.
SINCE
IWATA
RECOVERED,
YOU'VE
BEEN
ACTING
STRANGE.

THERE'S
NO
POINT IN
RESCUING
WHEN
WE DON'T
HAVE THE
INITIATIVE.

...ah
wuz
sart a'
surprised
ye went
aloang
an'
oal.

YOU
FEEL
LIKE
WE'RE
BEING
WATCHED...

I
DON'T
LIKE
THIS
AT
ALL...

I
DON'T
IMAGINE
THAT
THE DAY
I WOULD
DEFEND
ON IWATA
WOULD
ACTUALLY
CO...

I
FEEL
BAD
THAT
ONLY
I KNOW
THE
INSURANCE
PLAN, BUT...

...WHAT CAN SHIOUJI DO IN A SITUATION LIKE THIS...?

SO...

Something

YOU EXPECT IWATA TO PLAY TWO ROLES. DON'T YOU THINK YOU UNDERESTIMATE ISSHIKI?

EVEN IF IWATA STOPS ISSHIKI, THERE SHOULD BE ANOTHER PROBLEM.

Something

GUESS SOMETHING HAPPENED THAT REQUIRED ISSHIKI'S PRESENCE...

IF THE PREMISE WAS THAT ORIGINALLY ISSHIKI WAS OUR ACE IN THE HOLE...

YES.

H/M.

Well, if it's that simple, think of a way to send us there.

THIS SMELLS MORE THAN A CHEAP AIR FRESHENER. EVEN AN IDIOT COULD SEE THAT SOMETHING'S SUSPICIOUS.

Shut up.

OF COURSE YOU. WATANABE HAVE HAD THE MOST CHANCE TO EXPERIENCE HER ABILITIES.



I'M GLAD YOU FELLOWS ARE ANALYZING THE SITUATION BY YOURSELVES

Notice how
he divv'n't
mek eye contact.
Th' vague use
o' language.

...I
KIND
OF
ASSUME
THAT
PROBABLY,
PERHAPS,
YOUR TASK
IS THE
LEAST
DANGEROUS...

DON'T
WORRY.

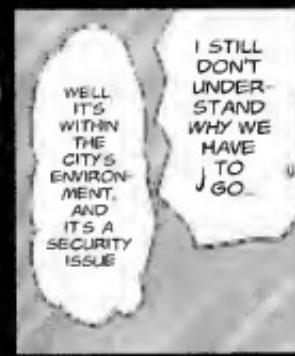


FREEDOM
TRULY
IS AN
ILLUSION,
ISN'T
IT?

DON'T
YOU
THINK?
DON'T YOU
WANT
TO BE
NATURAL?

IT'S
ONLY
NATURAL
TO GET
THE CITY
ENVIRON-
MENTAL
SECURITY
ADMINI-
STRATION
INVOLVED.

I STILL
DON'T
UNDER-
STAND
WHY WE
HAVE
TO
GO...







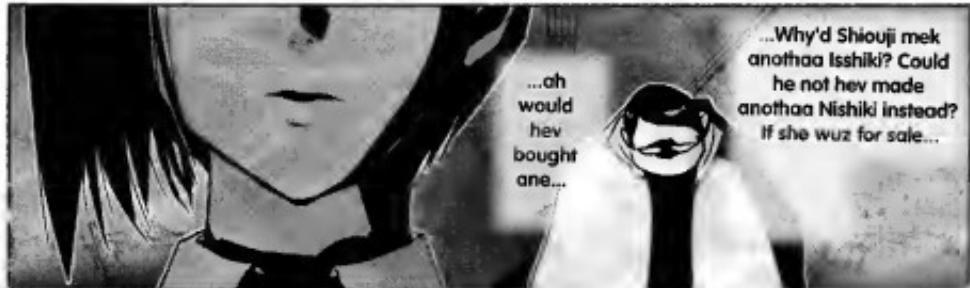


From 'er, a blush gans a long way.





















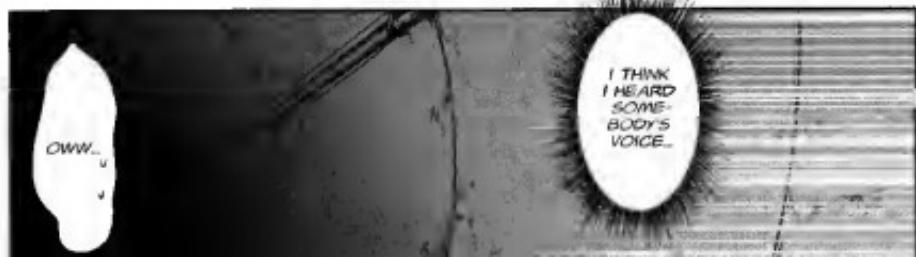


...WITH
BEING
HERE!

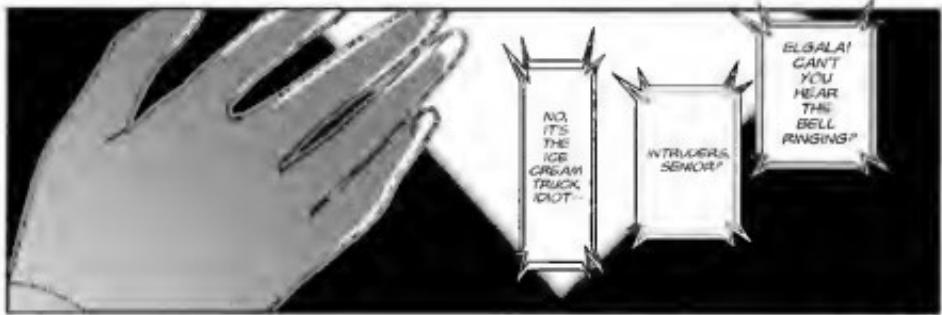
I'M
FINE...



THE
PRO-
FESSOR
WILL
HATE
ME...









Wu are facin' th' reality wu want t' escape from.



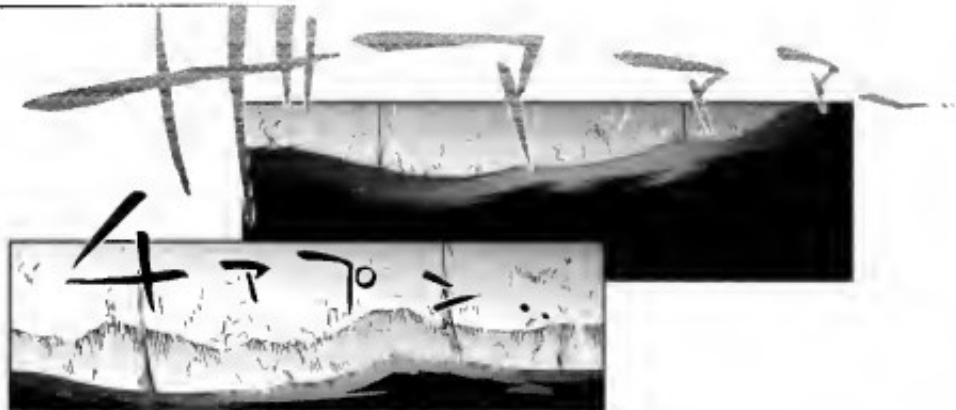
END MISSION 1

ト
ロ
ー
ン



EXCELSIOR





THE
SUITS
DON'T
DO
MUCH.

SO
YOU'RE
SAYING
IF THE
WATER
DOESN'T
STOP...

WE CAN
CLING TO
THE WALLS
HARDER,
BUT I DON'T
KNOW HOW
MUCH OF
AN AIR
SUPPLY
THEY'VE
GOT.

...AW,
CRAP.

MY
FUNCTIONS
ARE UNAF-
FECTED.

OF
COURSE,
IT DOESN'T
MATTER
TO
ROPON-
MATSU...

She's
difficult
to
work
with

DID
YOU
NOTICE
IT'S NOT
SEWAGE
WATER
THOUGH...?

WONDER
WHERE
IT'S
COMING
FROM...

...cool.

'Eez...

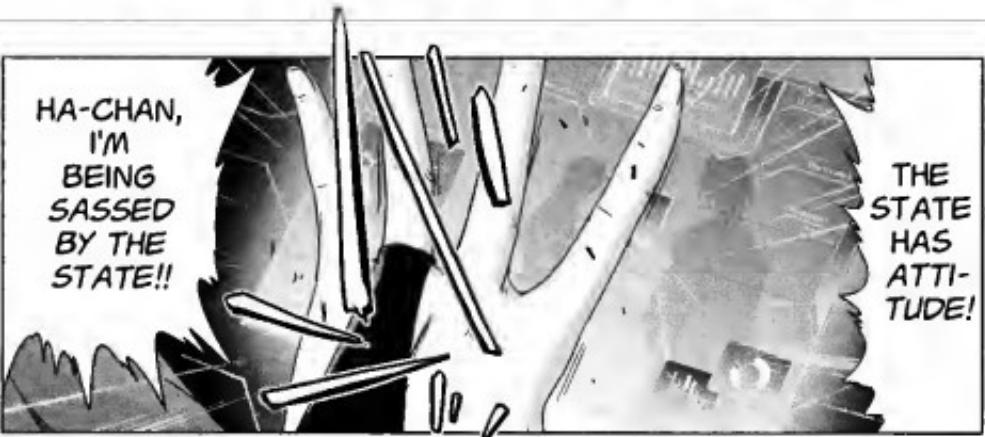
MISSION 2
FAKE



IF THIS WORLD WERE A FICTIONAL STORY...



SUCH
A
STORY...



CH,
SENIOR
LOOKS
SO
HAPPY.

YA
LOUSY
PUNKS!
YOU'RE
JUST
WASTE
CAUGHT
IN THE
DRAIN!

AN'
I'M
GETTIN'
READY
TO
DISPOSE
OF YA!

YOU'RE
ALWAYS
SO
POSITIVE,
SENIOR.
HYATT. IT'S
ALMOST
AS IF YOU
DON'T FEAR
DEATH.

I WAS
WORRIED
ABOUT HER
BECAUSE
SHE'D BEEN
WORKING
SO
HARD.

IS
THAT
HAPPI-
NESS?

ANYWAY,
ANY
STORY IN
WHICH I,
ELGALA,
AM NOT
THE
HEROINE
MUST END.
AND BE
REPLACED
WITH ONE
WHERE
I AM.

THE
WORD
YOU'RE
LOOKING
FOR IS
"SATAN."

IF
THIS
WORLD
WERE A
FICTIONAL
STORY...

...YES.
NO
DOUBT
SHE
WOULD
BE THE
HEROINE.

DON'T
DODGE
YOUR
DEMISE!
HEY!

DIE!
DIE!
DAMN
IT!



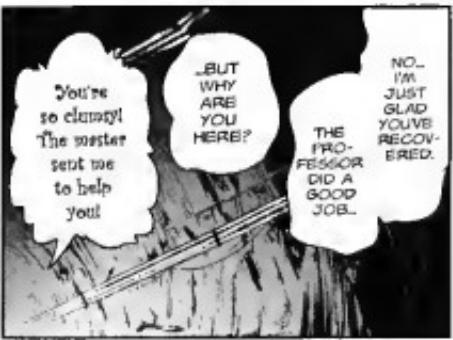


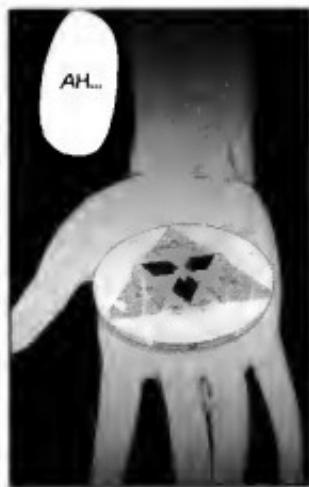


Oh,
I'm
so
happy!

Long
time
no
see...

NISHI-
CHAN







WELL...

WEL-COME.

THERE
IS NO
CORE...
BUT HE
DOESN'T
KNOW
WHEN
TO QUIT.

DR.
KABAPU
NEVER
LEARNs.

HMS. SNAKE

Aye,
well ah
agree wuz
makin' nee
progress.

...AND
WHAT
ABOUT THEM?
THE CALMER
THEY GET,
THE MORE
I GET
PISSED
OFF!

...WHAT
ARE
WE
DOING
DOWN
HERE!?

Well, ah
imagine,
gettin' ya
hand bruk,
without that
suit an' all.

I
DUNNO...

AIMLESS?
IT
SEEMS
THE
ENEMY
DOES
NOT
THINK
SO.

HOW
LONG
DO WE
HAVE TO
WANDER
AROUND
AIMLESSLY
DOWN
HERE?

DOC.

I
SEE..

THREE

The
last
two,
okshully

I
COULD
HAVE
DONE
WITHOUT
THE
LAST
ONE

...SO FAR
IT'S BEEN
THE BIGGEST
COLLECTION
OF CLICHÉD
TUNNEL TRAPS
OUTSIDE AN
INDIANA JONES
MOVIE.

THERE'S
NO
REASON
FOR THEM
TO KILL
YOU.

MMM...
NO, I
RECKON
THESE
ARE JUST
HARASSING
MEASURES.

OR MAYBE
WE HAVEN'T
REACHED IT,
AND THEY'RE
JUST GUIDING
US TO OUR
EVENTUAL
DEATHS.

...VERY
GOOD
IT SEEMS
YOU'VE
REACHED
A PART
OF THE
COMPLEX
THEY WISH
TO GUARD
ASSIDUOUSLY!

They're
mighty
good for
being evil

WHAT
DO
YOU
MEAN?

THEY
HAVE
ISSHIKI,
AFTER
ALL.

WELL
NOW,
EVERY-
ONE...

YES.

PROFESSOR...
IT'S
ABOUT
TIME.

VOTE
FOR
BACKWARDS.



HE
SAID
IT.

...GO A
LITTLE
FARTHER.
WHICHEVER
DIRECTION
YOU LIKE.



"SENIOR!"





THIS
ISHIKI
IS...

I
THOUGHT
SHE
WAS JUST
CANNON
FODDER,
BUT...

SHE
DOUBTS
THERE'S
REALLY
ONLY
ONE
CORE?

...OF
COURSE,
WE'VE
THOUGHT
OF IT,
TOO...

THAT'S
AN
ENCHANTING
IDEA.



BUT
YOU
DO
HAVE A
SUGGESTIVE
LOOK.







IT'S
LIKE A
BLIND
CARD
RATHER
THAN A
TRUMP
CARD.

?
AT
LEAST,
WE
MAY
BE
ABLE
TO
INTER-
VENE.

CON-
VERSELY,
IF THE
MAIN
BODY
OF THE
CORE IS
NEAR
THIS
PIECE...

BREAK
TIME!

...AS LONG
AS ISSHIKI
IS ON OUR
OPPONENTS
SIDE, THIS
PIECE MEANS
NOTHING
IF IT'S
PHYSICALLY
ELIMINATED.

IT'S
NOT
JUST
A
BET...

I SEE...
BUT...

AND
IWATA'S
CURRENT
CONDITION
IS...

...SUCH STUFF?

WHEN DID THEY OBTAIN...

SUCH A RECKLESS MEASURE THAT MIGHT DESTROY THE CORE AND CAUSE HIM TO LOSE EVERYTHING?

WHY DID MY FATHER TAKE

WHOA!

OH,
NO!

HE ALMOST DESTROYED THE CORE...

ASSUMING IT'S POSSIBLE TO DESTROY THE CORE, THAT IS

NO. IT WAS AN ACCIDENT...

IT WASN'T DR. TENMANGU WHO DID IT.

NO?



JINN'S
FATHER...
WHOM
WE ASKED TO
HELP WITH
OUR RESEARCH
THAT TIME.

Dra...
dropped
it...into...!

I JUST
FEEL...
I'M
FINE...

IT
WAS
DR.
RENGAYA.

...IT'S
IN THE
BLOOD.





INDEED,
IF SHE
HADN'T
GUIDED YOU
THERE, OUR
TACTICS WOULD
HAVE BEEN
USELESS.

HEY,
ISN'T
ISSHIKI LE
OUR
NAVIGATOR...?

ISSHIKI LE
WILL WAIT
AT THE
ENTRANCE.

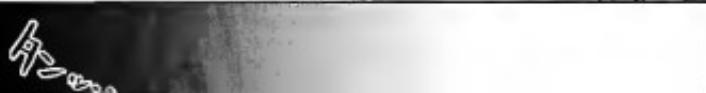
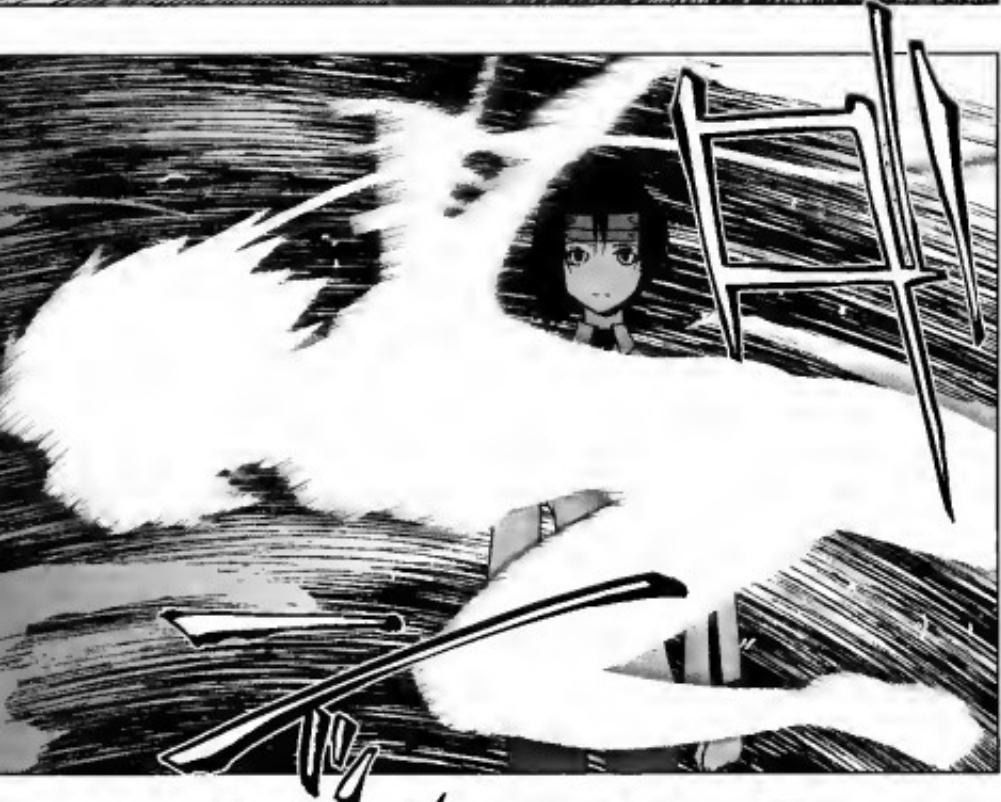
WHAT
HAPPENED
TO IT?

THE
PROFESSOR
AND I WILL
GUIDE YOU
REMOTELY
FROM THIS
POINT ON.

AFTER
THIS,
SHE'S
JUST A
TRANSMITTER
RELAY.









END MISSION 2

UNFOR-
TUNATELY,
I
SOMETIMES
FELT LIKE
PUNCHING
HIM.

WHOA!
OH,
NO!

DR.
RENGAYA.
HE WAS
SUCH A
CAPABLE
PERSON,
BUT...



EXCELSA





HELLO
...?

HELLO
...?



NO WAY!

ISN'T
THAT
ENOUGH...?
WHY
DON'T
YOU
RETURN
TO YOUR
BODY...?

IT WEARIES
NOT, NEITHER
DOES...
DOTH?...IT
HUNGERTH?
ANYWAY,
YOU
SHOULD
UNDER-
STAND!

I CAN
SERVE
LORD IL
PALAZZO
FAR
BETTER
WITH
THIS
BODY!

WHAT
AM I
GOING
TO DO
WITH
YOU?*

THAT'S
NOT
TRUE.

...AS
I
WAS.

...I'D
BE
USE-
LESS...

DARN!
I HADN'T
GOTTEN
TO DRAW
THE RING
AROUND
HER EYE
YET!

I'LL
NEVER
RETURN
TO MY
ORIGINAL
BODY!

MISSION 3 SANCTUARY



ELGALA,
DO NOT HAVE
SUCH USER
PRIVILEGES!

OF COURSE YOU
DON'T! BUT YOU
ARE STUPID!



AHEM.
YOUR
OBJECTIVE
NOW...











THERE
ARE
SO
MANY
THINGS
I DON'T
UNDER-
STAND
AT THE
MOMENT.

"GOLD"
?

THIS
IS MY
FIRST
TIME
SEEING
A CRUCI-
FICTION

The
wuz
a canny
"villain"
speech.

IT'S LIKE
A MASH-UP
BETWEEN
JAMES
BOND AND
THE NEW
TESTA-
MENT

BEHOLD
THE
FATE
OF
YOUR
SPY!

DON'T
THINK
I'M THE
SAME
PERSON
YOU FOUGHT
BEFORE...

...TODAY
I
SHOW
LESS
MERCY
THAN
USUAL!

IT'S
YOU

GOLD

OKAY,
"TAKE
CARE
OF
HER."

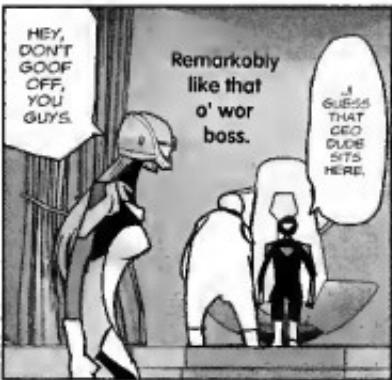
EH
?

Well,
wu
found
Isshiki.



If it's any consolation,
ah feel
like ahm
a part o' summik
bad.







DIEEEEEE!



...TERIHA-
SAN!
NO!

?!



WHA--

STOP
!!



-TO TRY AND SHAKE HER OUT OF HER STATE BY USING UMI HERSELF DIRECTLY...

YES, I THOUGHT OF IT. BUT I DIDN'T TAKE ACTION.

USING UMI LIKE THIS...

YOU DIDN'T...

I DID NOT.

SHOUJI? HOW COULD YOU...

T
E
R
I
H
A

WHY IS SHOUJI'S GIRLFRIEND HERE...?

BUT...

I'M NO MATCH FOR HER...







AND
ALSO...
HAIL,
IL
PALAZZO!



YES, SIR!

MS.
EXCEL.

HOWEVER,
I'M
IN THE
MIDST OF
EXPELLING
THEM, MY
LORD...

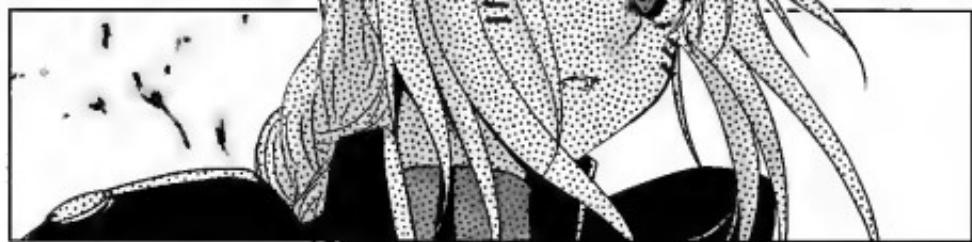
YES, SIR,
AND IT'S
TOTALLY
MY
FAULT!

IT
SEEMS AS IF
THERE ARE
SOME
INTRUDERS
IN OUR
BASE.

IMMEDIATELY!

EXPEL
THEM?
ELIMIN-
ATE
THEM!









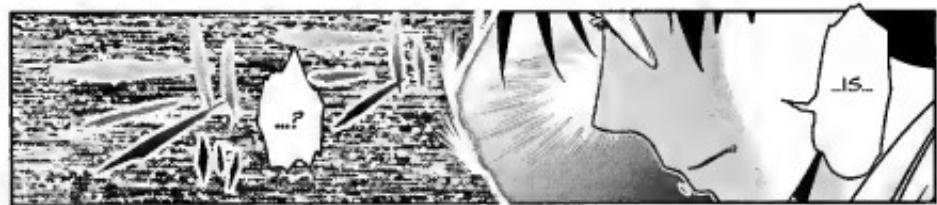
THAT'S
MORE
OF A
RELIEF
THAN
ANYTHING
ELSE.

How
man. Wu're
nowt but
charactoaz
in th'
background.

EXCELSIOR







...IS
ISSHIKI
LE
IN
COMBAT...?

MISSION 4

SLEEP AND AWAKENING

WE'RE
GETTING
THE
IMAGE
NOW...

PRO-
FESSOR!
WHO
IS SHE
FIGHTING
WITH...?

ANOTHER
NISHIKI
??

That's
enough.

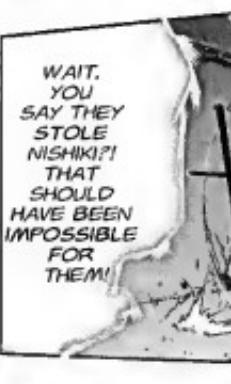
YOU
SHOULD
GO HOME
NOW



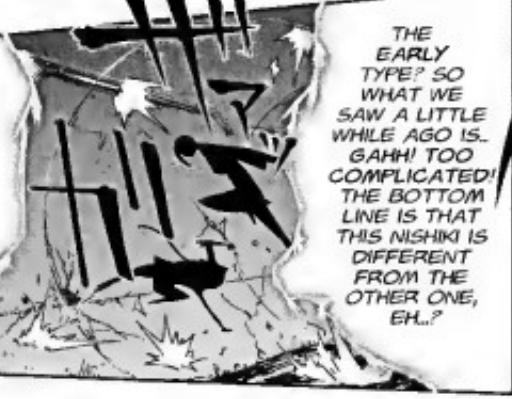
I GUESS THE EARLY TYPE OF NISHIKI WAS STOLEN BY OUR ENEMY.



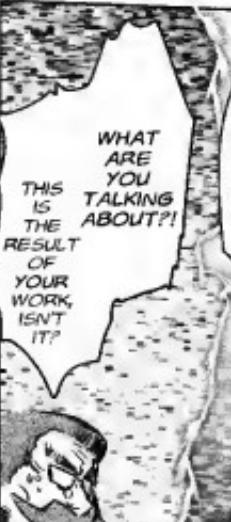
PROFESSOR! WHAT'S GOING ON...!



WAIT. YOU SAY THEY STOLE NISHIKI?! THAT SHOULD HAVE BEEN IMPOSSIBLE FOR THEM!



THE EARLY TYPE? SO WHAT WE SAW A LITTLE WHILE AGO IS... GAHH! TOO COMPLICATED! THE BOTTOM LINE IS THAT THIS NISHIKI IS DIFFERENT FROM THE OTHER ONE, EH...?



WHAT ARE YOU TALKING ABOUT?! RESULT OF YOUR WORK, ISN'T IT?



SO ISN'T IT ABOUT TIME YOU BECAME CONVINCED...?



DR. KABAPU. YOU MUST HAVE BEEN AWARE OF IT.



...WHY IS THERE ANOTHER NISHIKI...?

FOR
NEITHER
ISSHIKI
NOR
NISHIKI...

...I'M
NOT
THE
CHIEF
EXECUTIVE
MANAGER
OF THE
FIRST
TYPE OF
ROPON-
MATSU.

IMPOSSIBLE...



I
WASN'T
SURE
OF IT,
BUT...



...ARE
YOU
SAYING
THAT DR.
TENMANGU
IS
INVOLVED...?



...DOESN'T
THIS
SEEM LIKE
SOMETHING
MY
FATHER
WOULD
DO...?



CONSIDERING
THE FACT THAT
ISHIKI WAS
STOLEN SO
EASILY IN THE
PAST AND THAT
IT WAS FORCIBLY
UPGRADED TO
INCREASE ITS
STRENGTH..

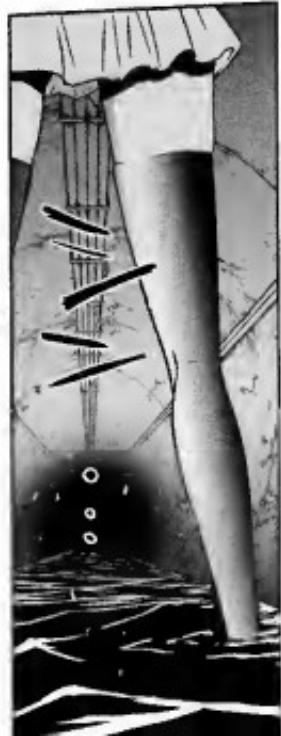


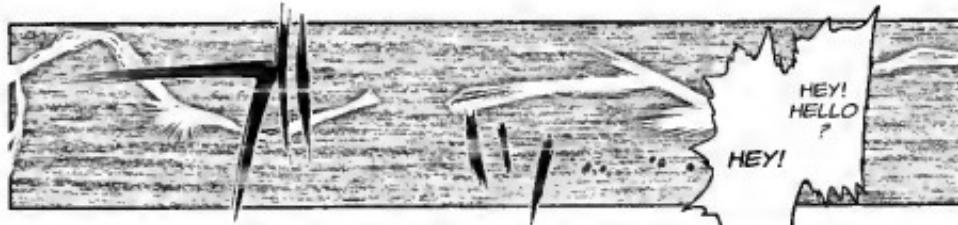
UNFOR-
TUNATELY,
SHE'S
LOSING.



IN
ANY
CASE,
THE
OPPONENT
IS NISHIKI!
ISHIKI
CAN
EASILY...







...this iz
best
left
t' wor
newly
reliable
hero.

Aye...

J- JUST
BRING
IT...

...INVINCIBLE
IWATA
IS ON
OUR
S-SIDE!

GOING-A-FIGHT?



HE'S RIGHT!
THIS IS THE
MOMENT WE
VANQUISH THE
ENEMY AT
LAST! STRIDE
FORTH AND
CONQUER!

Il
PALAZZO.



Ah aalwez
feel a bit relieved
whenevah
Iwata proves
buuseless

Watanabe,
thez summik
ah want
t' admit
t' yee.

I
W
A
T
A
?



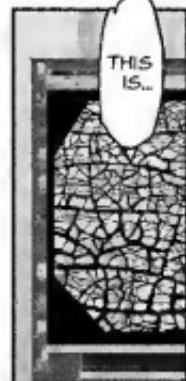


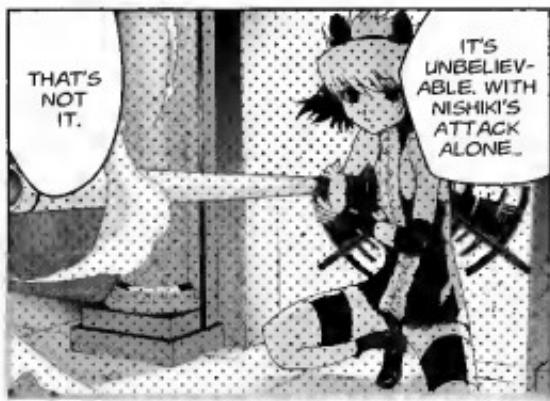




THE
TOP
PRIORITY
IS...



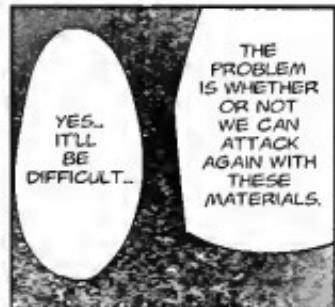








IT WAS COMPLETELY DESTROYED.



HEY,
WHAT'S
THIS!

I
feel
kinda
re-
freshed

Destroying
my own
work was
actually
fun!

Meh, heh!
I put all the
annoying parts
on their
shoulders...

WHATVE
YOU GOT
TO
DRINK?

Can
ah
hev
seconds?"

just
bottled
water!

All
dude
I
re-
member...

I didn't
care about
them at all
so I totally
forgot they
were here.

RIGHT.
BUT
I'M
AIMING
TO BE A
DRUNK
PRISONER
RATHER
THAN A
SOBER
ONE.

YOU
SHOULDN'T
BE SO
CHOOSY.
AFTER
ALL,
YOU'RE
PRISONERS.

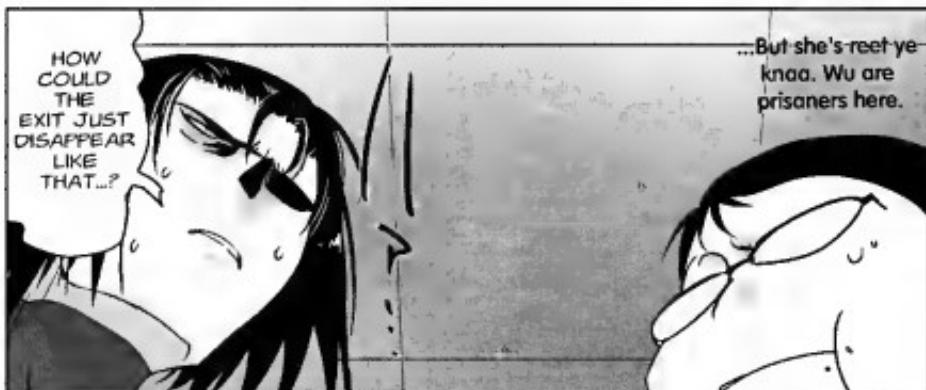
SERIOUSLY.
DON'T
YOU
HAVE
ANY
BEER...?

MY, EIGALA'S, ONCE EXTENSIVE WARDROBE WAS SEIZED BY TAX INVESTIGATORS.

...DON'T YOU HAVE ANYTHING MORE DECENT FOR ME TO CHANGE INTO...?

SAY...





MY GUESS IS SOMEWHERE RIGHT NOW, DOC AND THE PROFESSOR ARE HAVING A SERIOUS AND INCOMPREHENSIBLE DISCUSSION.

...HEV YE NOTICED THIS IZ THE FORST PEACE AN' QUIET WU'VE HED FOR DAYS...?

OKAY. WE'RE PRISONERS, WHATEVER.

AH WUZ ALSO THINKIN' THAT.

I, ELGALA, AM YOUR CAPTOR!

I, ELGALA, AM AS TRAPPED AS YOU ARE!

THE "GATE"...

I SUGGEST WE TAKE THIS OPPORTUNITY TO TAKE A LOOK AROUND THIS PLACE.

THAT I DON'T KNOW HOW LONG WE CAN SURVIVE DOWN HERE BY OURSELVES

THE PROBLEM IS...





THIS
BODY
WAS
SUPPOSED
TO BE
INVINC-
IBLE...

I
EVEN
ABAN-
DONED
UMI.

I
BECAME
STRONG.

I WAS
DETERMINED
TO
FOLLOW
HIM THIS
TIME
AROUND,
BUT...

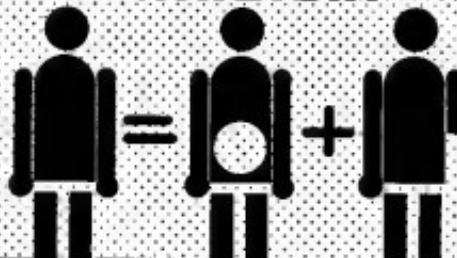
LORD IL
PALAZZO
WAS DIS-
APPONITED
IN ME.

I
WAS
USELESS.

BUT
I
LOST.

-"THIS
TIME
AROUND"...?

NIKOICHI



FIRST, COMBINE THE TWO ISSHIKI BODIES INTO ONE UNIT.



THAT'S HOW THE PLACE WAS ORIGINALLY DESIGNED TO WORK...



I GUARANTEE IT.



...SUPER
PISSED.

IF THE
ENTRANCE
OPENS, WE
CAN STILL
TURN THIS
AROUND.

EITHER
WAY...
THE ODDS
ARE
AGAINST
US.

I SEE... I HAD
ALMOST FOR-
GOTTEN ABOUT
HIM.

...IF
OUR
COMMUNI-
CATIONS
RECOVER,
HE'LL BE
OUR
FIGHTING
POWER.

IWATA
IS IN A
RESTING
STATE
RIGHT
NOW,
BUT...



END MISSION 4

AW, TO
HELL WITH
IT! LET'S
OPEN MY
SECRET HIGH
QUALITY
SAKE!



EXCELSIOR

BEFORE



MISSION 5

AS A HUMAN BEING







AFTER

SERVES
YOU
RIGHT
!!

HA
HA
HA
HA
HA
HA
!!







IS...
HE
GOING
TO GET
RID
OF
ME?

BUT
WAIT!
HE'S A
SCHEMER!
WHAT'S HIS
PLAN? WHAT
DOES HE
GAIN BY
THIS...?

♪

...THAT'S
WHAT
HE'S
BEEN
FIRING
THEM FROM...!

SO
THAT'S
WHAT
HE
GAINS...

NOW
I
SEE!



PLZ
KILL
HIM...



WERE
BASICALLY
THE
GENERATION
THAT HAS
NEVER
SUFFERED
REAL
HARDSHIP.

I MEAN,
IF THEY'RE
AT EACH
OTHER'S
throats
AFTER ONLY
A FEW DAYS,
THEY'RE
NEVER
GONNA
TOUGH
THIS
OUT.

...CAN'T
YOU
CALM
THOSE
TWO
DOWN...?

...BUT I
HAVE
SUFFERED
THE FULL
WARTIME
FOTPOURRI
OF FIRE-
BOMBS,
HOMELESS-
NESS, AND
STARVA-
TION.

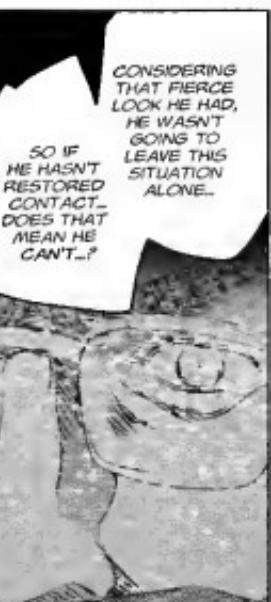
WELL,
I
ELGALA,
DO NOT
MEAN
TO
BOAST...

YOU
SEE
TO BE
DEALING
WITH
IT
OKAY,
THOUGH.

...ARE
YOU
SURE?

I THINK
THEY'RE
SORT OF
KEEPING
THEM-
SELVES
BALANCED
BY BEING
PLAYFUL
LIKE THAT.

...THEY
HAVEN'T
TRIED TO
ATTACK US,
SO I GUESS
THEY'RE
STILL
FAIRLY
RATIONAL.





Chinya's
beef
bowl.

Nakasu
zenzai.

Kamaya's
bean
rice
cake.

Fukiya's
egg
mix.

Shungetsuan's
burdock
tempura
noodles.

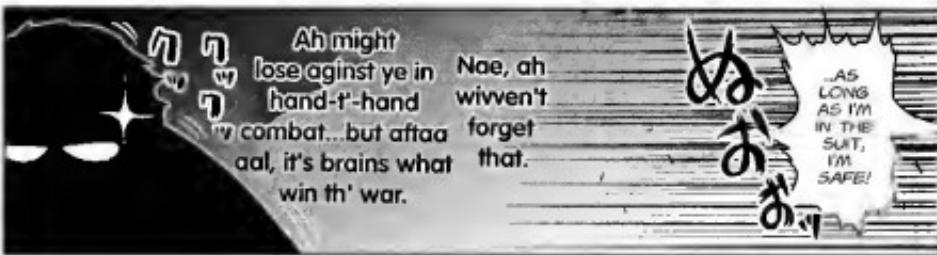


An'
encouragement
wi'
morale-buildin'
slogans.

Kill
him

Fight
!

...them
wham ah
met in
me life
giz us
pawaa.











SHIOUJI!
COME
OUT
OF
THERE!

MY
SITUATION
IS MORE
SERIOUS!
I ATE
MORE
THAN
YOU
DID!

DOC-
TOR...

THE
SUSHI
YOU
ORDERED
IS THE
PROXIMATE
CAUSE
OF THIS
CRISIS!

7%!

ANY
EXTRA
COULD
GO TO
INSTALLING
A GUEST
BATH-
ROOM.

5%!

gasp!

IT
OCCURS
TO ME THAT
PERHAPS
THESE
CHALLENGES
COULD BE
MET, WERE
MY RESEARCH
BUDGET
TO BE
INCREASED
BY 10%..









I FIGURED OUT YOUR GAME.

HEH-HEH. WAITING FOR MY BATTERIES TO RUN DOWN, WERE YOU...?

AND NOW I'VE GOT BOTH.

WELL, LOOKEE HERE. I'VE GOT WATER... HE'S GOT FOOD.

THAT'S...





ME
?



I totally forgot about them.

Now I wonder what they were doing...

...they look like they're in pretty bad shape.

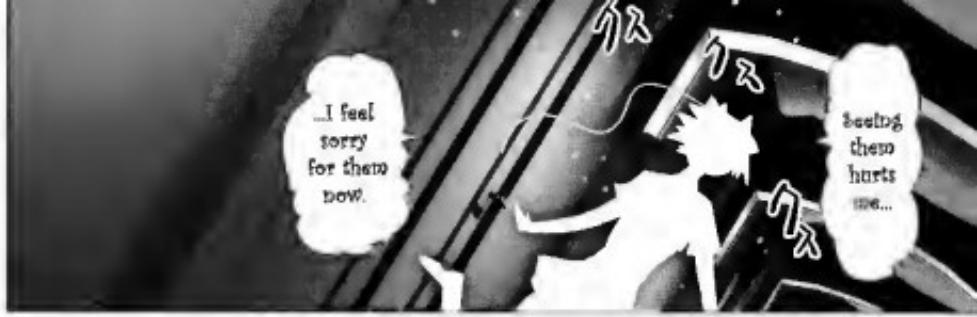
WATA-NABE! SUM-YOSHI!

WAKE UP!

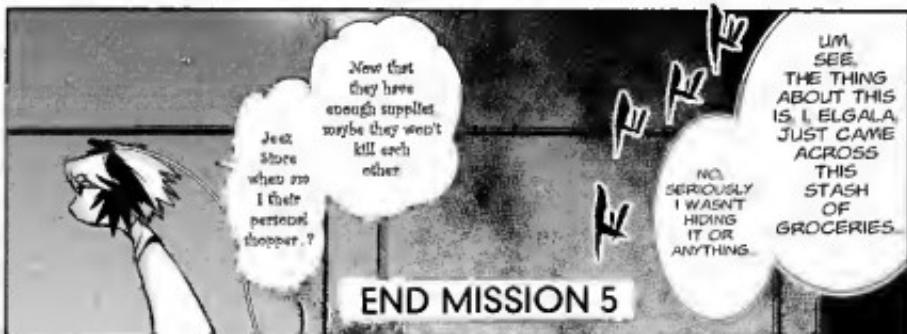
THEY'RE SO MAPHAZARD...

...PLEASE!









Ahm geet
disappainted, but.
Thez canaat delivaa
war porny game
prior t' th' official
release date.

I'LL
BECOME
A CHILD
OF HIS
FAMILY!

THE
"PURPLE
BOX GUY"
DELIVERS
EVERYTHING
WE
REQUEST!



EXCELSIOR



DO YOU
HAVE MY
COPY OF
BOUND
LEWD
SLAVE
2?

SUMI-
YOSHI...

SORRY,
ANYWAY,
HAVE
YOU
SEEN
IT...?

Eh? Divven't
come in
wi' oot me
permission
man.

Tsubame: No...that's not true...

HEY...!

...Reet.
How
haad did
ye look
an' aal?

Erm...
ah thowt
ye hev
it, like.

I'M
ASKING
YOU
BECAUSE
I CAN'T
FIND
IT.



MISSION 6

CRACKED BLUE



-TRY TO
REMEMBER
THE
SITUATION
WE'RE IN.

Ahh relieved!
I knew,
she isn't
mad.
WHAT IS
A BRAVE
MAN WHEN
YOU THINK
ABOUT IT?

SORRY -
I DON'T
KNOW
WHAT
CAME
OVER
ME.

NO
FOOLING
AROUND,
OR I'LL
GET
MAD.

LET'S
ORDER
SOME
MORE
STUFF.
MAYBE
THAT
WILL
MAKE
US FEEL
BETTER.

YEAH,
MAYBE
YOU'RE
RIGHT...

...Perhaps
ah've been
corrupted
by-greed,
like.

JT'S
NICE
TO KNOW
SOME
PEOPLE
ARE
HOLDING
UP
UNDER THE
STRAIN.

THEN,
SHE TOOK
THE SPARE
SUIT...IT HAD
BEEN
ADJUSTED FOR HER.

SHE
ACCESSED
MY
DATABASE
AND LEARNED
OF TERIHA'S
WHEREABOUTS
AND OUR
INTRUSION
TACTICS

ACCORDING
TO
UMI'S
STORY...

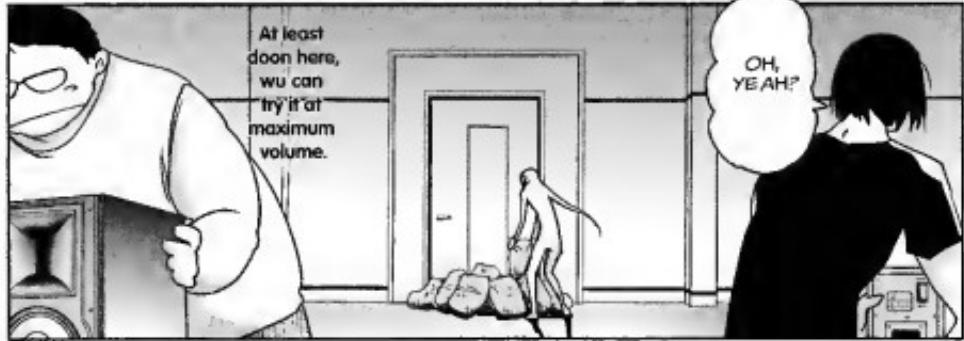
EVERYTHING
WAS
ARRANGED...
THIS IS MORE
LIKE A
PRACTICAL
JOKE.

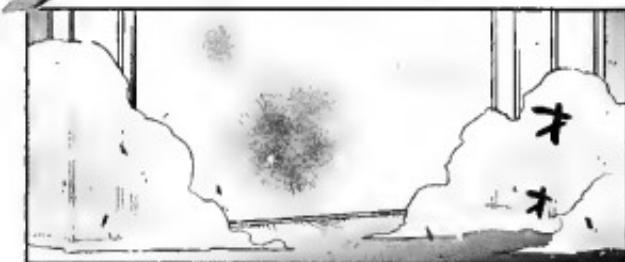
OF
COURSE,
IT WOULD
HAVE BEEN
IMPOSSIBLE
FOR UMI TO
DO ANY OF
THESE
THINGS

DO
YOU
THINK
TENMANGU
WAS
INVOLVED,
TOO...?









AND
YOU
BEAT
US UP
FOR
ARGUING
LOUD...





If you
want to
stay here
forever,
I won't
stop you.

...Wait
a second...
why don't you
just wait until
they come
rescue
us...?!

IT
SEEMS
TO ME
THEY'RE
TAKING
THEIR TIME
ABOUT IT...
I'M NOT SO
OPTIMISTIC.

HOW
CAN
YOU
TRUST
SHIOUJI
AND THE
DOC SO
NAIVELY?

Aye,
wu can
sit tight
noo, wi'
call thez
supplies
an' that.

I MEAN...
I THOUGHT
WE WERE
WAITING
FOR HELP
TO
ARRIVE...







REQUESTS

- Clear case for figures 90 x 180 x 60 cm
- Blu-rays of all episodes released this month
- Extreme Big Breasts WIN version (limited 1st edition)
- Two detonators
- A case of Diet Coke

...I guess they have nothing else to do.

I don't know if their material desires are just cheap or bottomless...



It's amazing that she could create that much detonation velocity from such a rough composition...

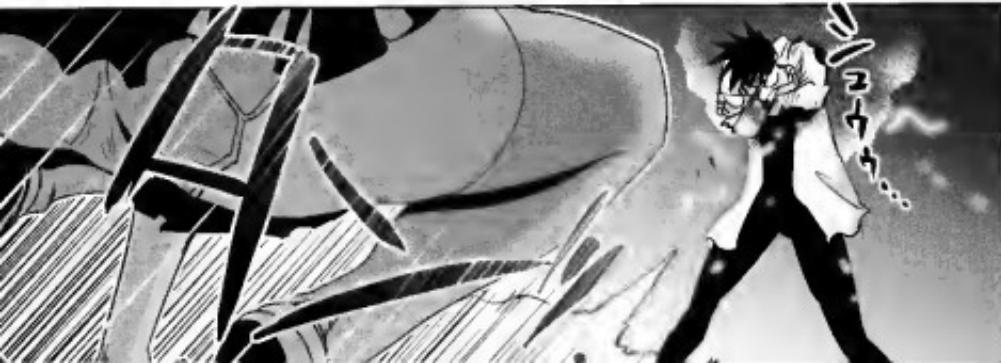
...she's the only one who ever asks for anything interesting.

I won't complain if this is enough to satisfy them, but...





...Who
are
you?
♪



What
do you
want in a
dangerous
place like
this...?

...You're
not
hosts, are
you...?







IF THAT'S WHAT YOU WANT, I CAN'T ACCEPT IT.

LET HER...



...WHAT I WANT IS "WHAT SHE WANTS."

NO.



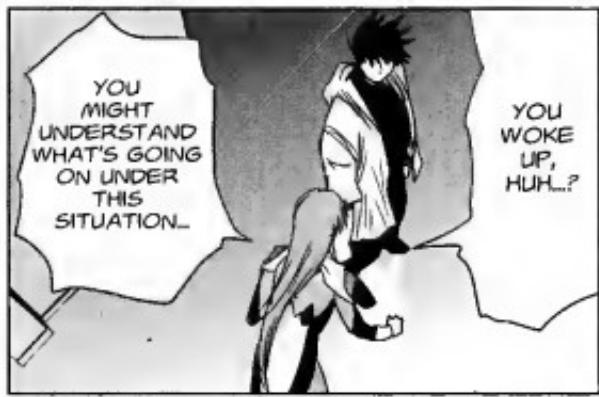
THIS HAS NOTHING TO DO WITH YOU GUYS, RIGHT?

THEN CAN'T YOU GET OUT OF MY WAY? I'LL BE FINISHED SOON.



...The real one was mixed in without my knowing, huh?







THAT'S
YOUR
GUESS?
HMM...

You're
wrong.

ARE
YOU
SHOUJI'S
FATHER...?

TELL
ME...
WHO
ARE
YOU?

...AH,
I SEE.
YOU
DON'T
KNOW
ANYTHING.

WHAT
DOES
THAT
MEAN?

ARE YOU
BRAGGING
ABOUT
YOUR
GIRL-
FRIEND...?

...AS
LONG
AS ONE
PERSON
KNOWS
WHO I AM,
I'M HAPPY.

WHAT
DID
YOU
MEAN...?

SO
HEAVY...

WELL,
WELL.

HEY!

...

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...

I,
ELGALA,
HAD NOT
NOTICED
AT ALL.

I,
ELGALA
DID NOT
KNOW
THAT.
HMM.

...EH
?

NO
NEED
TO
SAY
MORE!

...ME,
UM,
DIDN'T
TALK
ABOUT
ANYTHING
SO
SPECIFIC...

?

JUST
LONG
ENOUGH
TO
DISCOVER
A SURPRISING
FACT THAT
GOES
BEYOND OUR
STATUS AS
ENEMIES

NOT
LONG,
NOT
LONG.

HOW
LONG
HAVE
YOU
BEEN,
UM...

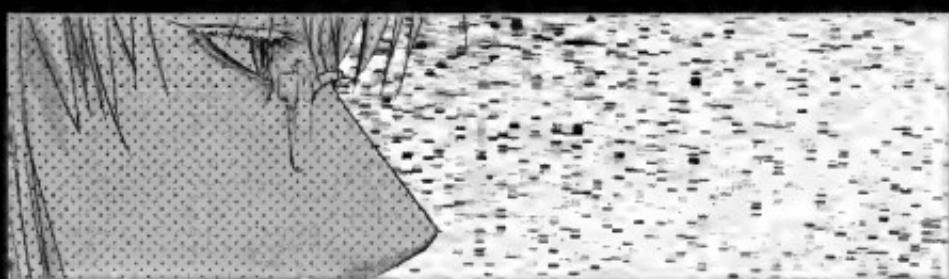
IF
YOU WANT,
YOU EVEN
CAN HAVE
A BABY...
BEHIND
BARS!

AH...

...EH
?

I'M
A CHIC
GUARD
WHO IS
GENEROUS
ABOUT JAIL
LOVE!

!!



HE
SAID
"WHAT YOU
WANT" IS
"WHAT HE
WANTS."

...BECAUSE
"WHAT I
WANT" IS
"WHAT YOU
WANT"
NOW.

THEN
THERE'S
NO
PROB-
LEM...



DID
I GO
TOO
FAR...?



...I'M
SURE
YOU'LL
HAVE A
LOT OF
FUN.

BUT
ALL YOU
NEED TO
DO IS
TO
WAKE
UP...



HONESTLY,
I THINK
THIS WILL
ONLY MAKE
US FEEL
BETTER.

I DID
EVERY-
THING
I COULD,
BUT...



IT'S
ALSO A
GAMBLE
AS TO
WHETHER
THE CORE IS
CAPABLE OF
BEARING
ANOTHER
FORCED
START-UP.

IT'S A
GAMBLE
AS TO
WHETHER
OR NOT
WE CAN
SURPASS
THE
NISHIKI
OUR
ENEMY
HAS...



THIS
MAY BE
THE LAST
RUN FOR
ISHIKI.

THE
ODDS
ARE
AGAINST
US...



SHE
MUST'VE
BEEN
HUNGRY
FOR THIS
KIND OF
TOPIC...

NO,
THANKS...

WOULD
YOU
PREFER A
SHINTO-
STYLE
OR CIVIL
WEDDING...?





NEXT VOLUME

EXCEED SAGA 26...

...COMING IN SUMMER 2013!!



SUMMER 2013 ARE YOU SURE!!

Excel Saga 25

ORIGINAL JAPANESE PRODUCTION STAFF

STORY AND ART BY
RIKDO KOSHI

PICTORIAL ASSISTANCE
UNAMU KIHAYASHIDA
TAKEPON G
CHORO
SHUNKASHUTO SUZU

EDITOR
YOSHIIYUKI FUDETANI

(In Japanese alphabetical order. Honorary titles are omitted.)

Guide to *Excel Saga* 25's Sound Effects!

15.3	—FX TWITCH [mru: being frustrated]
15.5	—FX SNAP [piroku: snapping fingers]
15.6	—FX CHAK [ganchi: the door opening]
16.1	—FX BAM [bam: impact sound]
16.1	—FX CLOMP [ka: footstep]
16.2	—FX JOLT [bluu: being startled]
16.2	—FX CLATTER [news: clattering]
16.3	—FX GRAB [tachi: grabbing]
16.3	—FX CLOP [ka: footstep]
17.1	—FX SHUT [baran: door closing]
17.3	—FX SHH [ha: shhh]
17.5	—FX SIGH [ha: sighing]
17.6	—FX GRIN [inku: grinning]
18.1	—FX LEAN [yu: leaning forward]
18.1	—FX SHAKE [yaku: shaking hands]
18.2	—FX BLUSH [kak: blushing]
18.4	—FX JITTERS [aku bluu: jittering]
19.2	—FX TWITCH [piroku: twitching]
19.4	—FX SPLASH [ispu: splashing]
19.5	—FX SPLASH [zuba zuba: splashing]
19.5	—FX SPLASH [zabu: splashing]
20.1	—FX SIGH [yu: sighing]
20.3	—FX DRIP [itou: water dripping]
20.4	—FX SPLASH [zubu: splashing]
20.4	—FX MURMUR [batsu: murmuring]
20.4	—FX MURMUR [bitaku: murmuring]
20.5	—FX GLARE [kux: glaring]
21.1	—FX TWITCH [piroku: twitching]
21.2	—FX SPLASH [ispu: splashing]
21.3	—FX SPLASH [ispu: splashing]
21.4	—FX SPLASH [zubu: splashing]
21.4	—FX SPLASH [zubu: splashing]
21.5	—FX SPLASH [zubu: splashing]
21.5	—FX SPLASH [zabu: splashing]
21.5	—FX SPLASH [zabu: splashing]
22.1	—FX HEH HEH [toku: laughing]
22.1	—FX SIGH [ha: sighing]
22.2	—FX RUMBLE [tzuu: rumbling]
22.3	—FX THUMP [dokon: heart beating]
22.4	—FX STAGGER [tunk: staggering]
22.5	—FX TAP [pert: tapping]
23.1	—FX THUMP [dokon: heart beating]
23.1	—FX BLUSH [kakku: blushing]
23.2	—FX SLAP [beishi: slapping]
23.2	—FX GASP [hiu: gasping]
23.3	—FX SHIVER [batsu: shivering]
23.3	—FX PANT PANT [aww aww: feeling dismay]
26.1	—FX BLUSH [kakku: blushing]
24.1	—FX THROB THROB [doki doki: heart throbbing]
24.4	—FX THROB THROB [dokon dokon: heart throbbing]
24.4	—FX TWITCH [bluu: twitching]
25.1	—FX TWITCH [bluu: twitching]
25.2	—FX GLARE [gire: glaring]
25.3	—FX THUMP [dokon: heart beating]
25.4	—FX SHAKE SHAKE [buu buu buu: shaking head]

Most of Rikido Koshi's original sound FX are left in their original Japanese in the VIZ Media edition of *Excel Saga*, exceptions being handwritten dialogue and "drawn" notes that have the character of captions. Although these sounds are all listed as "FX," they are of two types: onomatopoeia (in Japanese, *giseigo*) where the writing is used in an attempt to imitate the actual sound of something happening, and mimesis (in Japanese, *gitaiigo*) where the writing is used to attempt to convey rhetorically a state, mood, or condition. Whereas the first type of FX will invariably be portrayed with kana, the second may use kana and/or kanji. One should note that there is often overlap between these two types. As always, the numbers are given in the original Japanese reading order, right-to-left.

Oubliette c/o Excel Saga

VIZ Media, LLC

P.O. Box 77010

San Francisco, CA 94107

5.3	—FX CLICK CLICK [kakaku: clicking]
5.4	—FX WOOSH [hyo: the automatic door opening]
5.6	—FX CLICK [leshi: inserting]
5.8	—FX TICK [chikkon: the computer operating]
5.8	—FX TICK [tchu: the computer operating]
5.9	—FX CLANK [kashu: appearing]
6.4	—FX CHUCKLE [kukukuk: chuckling]
8.1	—FX TA DA [burapan: music playing]
8.2	—FX TURN [hyo: turning]
9.1	—FX HWUHH [takku: feeling like throwing up]
9.1	—FX UGH [biuu: feeling like throwing up]
9.1	—FX NOO NOO [juturu: unsure nodding]
9.2	—FX UGH [hiyu: feeling like throwing up]
9.4	—FX YAWN [hi: yawning]
10.2	—FX SIGH [ha: sighing]
10.6	—FX HWUHH [ju: feeling like throwing up]
11.5	—FX THUMP [dokon: heart beating]
12.1	—FX SPLASH [ispu: splashing]
12.2	—FX SPLASH SPLASH SPLASH [zepu zepu zepu: splashing]
14.1	—FX SPLASH [zuba: splashing]
14.6	—FX CLAP [pechi pechi pechi: clapping]

48.3	-----FX TUG [gu: tugging]	28.4	-----FX HMPH [like: sucking]
48.3	-----FX DASH [tx: dashes]	25.4	-----FX SPIT [pe: spitting]
48.4	-----FX TUG [gu: gu: tugging]	25.4	-----FX RUMBLE [zzzzzz: rumbling]
48.4	-----FX DASH [de: dashes]	26.1	-----FX RUMBLE [zzzzzz: rumbling]
48.5	-----FX CLOMPS [tar: footstep]	28.3	-----FX THROB [down: heart throbbing]
48.6	-----FX PEET [hyu: disappearing]	28.3	-----FX THROB [down: heart throbbing]
49.1	-----FX WHEEZE [zeee: wheezing]	28.4	-----FX SNAP [aa: eye opening]
49.3	-----FX WHEEZE WHEEZE [zeee zee zee zee: wheezing]	27.4	-----FX DRIP DRIP [boohooohoo: blood dripping]
49.4	-----FX WHEEZE WHEEZE [zeee zee zee zee: wheezing]	27.5	-----FX DUCH [joh kuh: sharp pain]
50.1	-----FX WHACK [deku: punching]	28.1	-----FX CRACK [gak: cracking]
50.2	-----FX CALM [kenn: being calm]	29.2	-----FX RUSTLE [ze ze ze: rustling]
50.3	-----FX PANT [hee: panting]	29.3	-----FX TWITCH [fir: being frustrated]
51.4	-----FX HEH [lu: laughing]	29.4	-----FX TWITCH TWITCH [fir fir: being frustrated]
52.1	-----FX TURN [kuu: turning]	29.5	-----FX GRRR [kuuu: beating fangs]
53.1	-----FX CRACKLE [baah: electric shock]	30.1	-----FX GASP [hx: gasping]
54.1	-----FX BAM [jegegege heavy gate closing]	32.5	-----FX RUMBLE [zzzzzz: rumbling]
55.1	-----FX WHEW [hye: whistling]	33.1	-----FX RUMBLE [deh deh deh: rumbling]
56.2	-----FX CRANK [gak: chair rattling]	33.2	-----FX RUMBLE [dedo dedo: rumbling]
56.3	-----FX SIGN [huu: sighting]	33.3	-----FX RUMBLE [dedo dedo dedo: rumbling]
56.4	-----FX BLUNT [jegegege: speaking bluntly]	34.4	-----FX GASP [hx: gasping]
56.5	-----FX RUMBLE [go go go: rumbling]	35.5	-----FX PANT PANT [hee hee: panting]
57.2	-----FX GASP [hx: gasping]	34.1	-----FX STAGGER [turn: staggering]
57.3	-----FX CLANG [gak: chair rattling]	34.1	-----FX PANT [hee: panting]
57.4	-----FX RUMBLE [dedo dedo dedo: rumbling]	34.2	-----FX BEEP [ppl: beeping]
58.1	-----FX TMP TMP [satu satu: walking fast]	34.3	-----FX POP [tsut: ears being popped]
58.3	-----FX CHAK [che: adjusting please]	34.3	-----FX RUMBLE [zzzzzz: rumbling]
59.3	-----FX HEH [lu: sniffing]	34.4	-----FX RUMBLE [dedo dedo dedo: rumbling]
60.4	-----FX RUMBLE [go go go: rumbling]	34.5	-----FX SPLASH [lopa: splashing]
60.5	-----FX BLAST [basheu: a blast]	35.1	-----FX CLICK [akio: clicking]
62.1	-----FX SIGN [huu: sighting]	37.1-2	-----FX RUMBLE [dedo dedo dedo: rumbling]
62.3	-----FX HMPH [tut: sniffing]	37.3	-----FX RUMBLE [de: rumbling]
62.4	-----FX STOP [tx: stopping]	38.1	-----FX CHATTER [teee: water running]
62.4	-----FX CLOP [ku: footstep]	38.2	-----FX SPLASH [chup: splashing]
64.1	-----FX SPLASH [bashe: splashing]	38.3	-----FX SPLASH [phew: splashing]
64.2	-----FX SPLASH [zapz: splashing]	38.3	-----FX SPLASH [zapz: splashing]
65.1	-----FX TAP TAP TAP [che che che: tapping]	39.1	-----FX PFFT [byee: the suit disappearing]
65.2	-----FX PWP [den: tying]	39.1	-----FX PFFT [byee: the suit disappearing]
65.4	-----FX HDP [tar: heping]	39.2	-----FX BLUSH [koko: blushing]
65.4	-----FX HDP [tar: heping]	39.3	-----FX SPLASH [zapz: splashing]
65.5	-----FX HOP [tar: heping]	39.4	-----FX DRIP DRIP [putu putu: water dripping]
66.1	-----FX MUHNUUR [wayu wayu wayu: murmuring]	40.1	-----FX PHEN [lue: sighing]
66.2	-----FX HEH [lu: sniffing]	40.1	-----FX CALM [kenn: being calm]
66.4	-----FX CHUCKLE [kuso: chuckling]	41.4	-----FX BAM [tar: impact sound]
67.1	-----FX BLAST [basheu: a blast]	42.1	-----FX HAH HAH HAH [kuheku: laughing]
69.1	-----FX THUD [dox: falling down]	42.2	-----FX HYU [lue: uh: attacking]
69.2	-----FX PANG PANG [ero ero: being damaged]	43.1	-----FX HAH HAH HAH [kuheku: laughing]
69.3	-----FX RUMBLE [gesu gesu: fun(e)ng]	44.1	-----FX DRIP [pitpit: water dripping]
69.4	-----FX SNAP [paku: snapping]	44.2	-----FX COUGH [kuho: coughing]
72.1	-----FX WAKE [guu: getting up]	44.3	-----FX COUGH COUGH [guho kahoh kuhoh: coughing]
72.1	-----FX JULI [bluk: being startled]	44.4	-----FX PANT PANT [hee hee: hair panting]
73.1	-----FX SHAKE [gyuuuu: shaking head]	44.4	-----FX COUGH [kuho: coughing]
73.1	-----FX WRIGGLE [un: wriggling]	44.5	-----FX PANT [hee: panting]
73.2	-----FX GASP [hx: gasping]	45.1	-----FX SQUEEZE [myu: squeezing]
73.2	-----FX SNAP [paku: snapping]	45.2	-----FX COUGH [kuho: coughing]
73.4	-----FX PUFF [bepur: puffing]	45.3	-----FX GRIN [hihi: grinning]
73.4	-----FX GRAB [ge: grabbing]	45.6	-----FX CHAK [che: holding out]
73.4	-----FX WRIGGLE [baa baa: wriggling]	47.3	-----FX GRIN [hihi: grinning]
73.5	-----FX COUGH [guho: coughing]	48.1	-----FX RUMBLE [zzzz: rumbling]
73.5	-----FX SHAKE [buuuuuuu: shaking head]		

85.7	—FX RATTLE [gata: char rattling]	74.1	—FX RUMBLE [gegoor rumbling]
85.5	—FX CHAK [sucker: adjusting classes]	74.2	—FX BLARE [i: glaring]
85.6	—FX TUG TUG [gu: gu: tugging]	74.4	—FX SIGH [fuu: sighing]
87.1	—FX BAM [ton: pushing away]	75.1	—FX TUG TUG [gu: gu: tugging]
87.3	—FX TMP [ts: footstep]	75.4	—FX SIGH [fuu: sighing]
87.4	—FX SHIVER [buru: shivering]	75.6	—FX LOOK LOOK [kyoro kyoro: looking around]
87.5	—FX CRACK [bishi: cracking]	76.1	—FX TEP [tsuu: walking fast]
87.6	—FX FLASH [ka: flashing]	76.4	—FX TICK TICK [korotekete: the computer operating]
87.7	—FX FLUTTER [baer: fluttering]	76.5	—FX COUGH [keho: coughing]
88.1	—FX FLUTTER [baer: fluttering]	77.1	—FX POINT [bi: pointing]
88.2	—FX CLENCH [guu: clenching teeth]	77.1	—FX JOLT [dojin: being started]
93.1	—FX JOLT [biki: being startled]	77.2	—FX GRAB [mash: grabbing]
93.2	—FX THROB THROB [dokon dokon: heart throbbing]	77.2	—FX SQUEAK [mirin: squeaking]
93.3	—FX SHF [su: moving hand]	77.3	—FX RUMBLE [dododo: rumbling]
93.1	—FX KLANG [jakoon: impact sound]	77.3	—FX RUMBLE [dodo: rumbling]
93.2	—FX DASH [de: dashing]	77.4	—FX TEP TEP [tsuu tsuu: footstep]
93.4	—FX SALUTE [bi: saluting]	77.5	—FX THUMP THUMP [dosa desu: heavy footstep]
93.5	—FX LOOK LOOK [kyoto kyoto: looking around]	77.7	—FX RUMBLE [gegoor rumbling]
91.1	—FX BANG [don: impact sound]	78.1	—FX RUMBLE [dododo:dodo: rumbling]
91.4	—FX WHIRR [chin: whirring]	78.2	—FX SOB [guuu: sobbing]
91.4	—FX WHIRR [chichiku: whirring]	78.2	—FX RUMBLE [gegoor: rumbling]
92.1	—FX SIZZLE [guuu: sizzling]	78.4	—FX TMP [ts: footstep]
95.4	—FX SQUEAK [gah: squeaking]	78.5	—FX BAM [ton: impact sound]
95.1	—FX WHOOSH [bara: taking]	79.2	—FX SOB SOB [shuu shuu shuu: sobbing]
95.2	—FX DASH [de: dashing]	79.3	—FX BAM [don: moving]
95.3	—FX BAM [baru: impact sound]	79.4	—FX CLENCH [giri: clenching teeth]
97.1	—FX TMP [ton: footstep]	79.5	—FX STAGGER [yore: staggering]
97.2	—FX BUZZ [i: buzz]	79.5	—FX DASH [jau: dashing]
97.5	—FX BUZZ [zwee: buzzing]	80.2	—FX SWING SWING [gyan eyun: swinging arms]
97.8	—FX CLASH [gah: clashing]	80.2	—FX WRIGGLE WRIGGLE [tsu tsu: wriggling]
99.1	—FX BAM [don: impact sound]	80.3	—FX OODGE [tayi: dodging]
99.1	—FX WHACK [gobee: impact sound]	80.3	—FX SWING [buru: kicking the air]
99.1	—FX CLASH [gah: clashing]	80.4	—FX HM [uuuu: exhalation]
99.2	—FX SPLASH [beeshu: splashing]	80.5	—FX TMP TMP [tsuu tsuu: walking fast]
99.5	—FX CHUCKLE [kukusukusukusu: checking]	80.5	—FX GET OFF ME! [tanaseee!: exclamation]
100.4	—FX WOOSH [bara: jumping]	81.2	—FX BLARE [i: glaring]
100.4	—FX CLASH [gah: clashing]	81.2	—FX CLANG [gata: rattling]
102.4	—FX CLASH [zakku: crashing]	81.4	—FX CRACK [mirin: cracking]
102.5	—FX SPLASH [beeshu: splashing]	81.5	—FX CLENCH [genmiri: clenching teeth]
102.5	—FX CRACKLE [baehi baehi: crackling]	81.6	—FX CRACK CRACK [muh muhi muhi: crackling]
103.1	—FX CRACK [baehi: crackling]	81.7	—FX CRACK [miri: crackling]
103.1	—FX CREAK [gah: cracking]	81.8	—FX RUMBLE [kuzukusu: rumbling]
103.2	—FX PWP [buru: moving fast]	81.9	—FX CRACK [miri: crackling]
103.5	—FX CLENCH [gigig: clenching teeth]	82.1	—FX THUD [dokon: heart beating]
103.7	—FX BAM [don: hitting the desk]	82.1	—FX BAM [ton: impact sound]
104.1	—FX KLANG [bara: falling apart]	82.3	—FX CLASH [gah: clashing]
104.2	—FX KLANG [akku: metallic object hitting]	82.3	—FX THUD [de: falling down]
104.3	—FX FLASH [paaku: flashing]	82.6	—FX SPATTER [bare: fingers being cut]
104.3	—FX PHUT [su: pa pa: explosion]	82.7	—FX SWISH [hyuu: swishing]
104.4	—FX PHUT [ts: explosion]	82.7	—FX BAM [don: impact sound]
104.5	—FX SILENCE [shuu: silence]	83.1	—FX WHIRR [kuu: whirring]
105.1	—FX WAVE [hira hira: waving hand]	84.1	—FX THUMP [tsu: footstep]
105.2	—FX TWITCH [butsu: cutting off]	84.2	—FX GRAB [mash: grabbing]
105.3	—FX HEY [ost: hey]	85.1	—FX CRACK [miri: cracking]
105.3	—FX BAM BAM [ben ben: hitting]	85.1	—FX SQUEAK [gir squeaking]
105.4	—FX HELLO HELLO [moshi moshi: hello hello]	85.3	—FX BAM [kuuuuu: impact sound]
105.2	—FX TMP [ts: footstep]	85.4	—FX TMP [ts: footstep]
105.2	—FX TMP [ts: footstep]	85.4	—FX THUD [goru: falling down]
105.2	—FX BO [gu: gu: ^]	85.5	—FX STARE [i: staring]

130.6	—FX PHEW [ha: sighing]	106.3	—FX BAM [ion: pushing]
130.5	—FX WHEEE [zee zee: wheezing]	109.3	—FX WOBBLE [bare: wobbling]
131.2	—FX FUMBLE [gozo gozo gozo: fumbling]	106.4	—FX THUD [gozo: falling down]
131.2	—FX ROLL [goro: rolling]	107.3	—FX JOLT [ku: being startled]
131.3	—FX TWITCH [piuk: twitching]	107.3	—FX WOOSH [huu: disappearing]
131.4	—FX ROLL [goro: rolling]	109.2	—FX GLARE [ki: glaring]
132.1	—FX GASP [hi: gasping]	109.5	—FX KRRR [ki: car stopping]
132.1	—FX CLENCH [bin: clenching a fist]	108.6	—FX CHATTER [saau: water running]
132.3	—FX WISH SWISH [hyu hyuhyu: flying fast]	109.1	—FX CHATTER [saau: water running]
132.3	—FX DASH [tar: dashes]	109.2	—FX SPLASH SPLASH [basha basha: splashing]
132.3	—FX CUNK [chen: clinking]	109.3	—FX SHF [fu: touching]
132.4	—FX WHEEE [zee zee: wheezing]	108.4	—FX SQUEEZE [gyuu: squeezing]
132.4	—FX SHOOP [kapo: wearing the helmet]	110.1	—FX CHATTER [seawa: water running]
132.5	—FX KLANG [chuk: rattling]	110.3	—FX BAM [iran: door slushing]
133.1	—FX CRACK [inuk: cracking]	111.1	—FX CLOMP [ku: footstep]
133.2	—FX PAINT [hair parting]	112.7	—FX GASP [hi: gasping]
133.3	—FX THROB THROB [dolen dolon dolon: heart	112.8	—FX EWIP [hi: turning his face away]
133.4	—FX THROB THROB [dolen dolon dolon: heart	113.1	—FX GASP [hi: gasping]
133.5	—FX THROB [de: heart throbbing]	113.5	—FX SIGH [hu: sighing]
134.1	—FX GULP [goku: swallowing]	115.2	—FX HMM [an: hummed]
134.1	—FX SWISH [bar: moving fast]	116.2	—FX HUH [baser: humming]
134.2	—FX SILENCE [shin: silence]	115.4	—FX MUNCH MUNCH [mori mori: marching]
134.3	—FX KICK [fe: kicking]	115.5	—FX HUH [ko: exclamation]
134.3	—FX CLASH [gashee: clashing]	115.5	—FX AH [o: exclamation]
134.4	—FX GASP [hi: gasping]	116.1	—FX CRUNCH [joji: crunching]
134.4	—FX DASH [tar: dashes]	116.1	—FX CRUNCH [joji: crunching]
135.1	—FX RUSTLE [gesasee gesasee: rustling]	116.3	—FX CRUNCH [koru koru: crunching]
135.2	—FX CLANG [kanem: rattling]	116.3	—FX MUNCH MUNCH [mori mori: marching]
135.4	—FX HEH HEH HEH [gehhhhh: laughing]	117.8	—FX MUMBLE [bushi bushi: bishi: mumbling]
135.4	—FX GROWL [guuu: stomach growling]	117.2	—FX MUNCH [men mori: marching]
135.5	—FX CLENCH [gritik: clenching teeth]	117.5	—FX SIGH [hu: sighing]
135.1	—FX RUMBLE [decoer: rumbling]	117.5	—FX SIGH [hu: sighing]
136.2	—FX HEH HEH HEH [hi hii hii hi: chuckling]	118.1	—FX GULP [up up: gulping]
136.3	—FX MURMUR [waaaaaaa: murmuring]	116.2	—FX MUNCH MUNCH [mari mari: marching]
136.3	—FX KLANG [kakoon: hitting]	118.3	—FX SIGH [hu: sighing]
137.1	—FX WEARY [gutter: feeling weary]	121.2	—FX CLICK CLICK [ja kakaku: typing]
137.2	—FX SIGH [hu: sighing]	121.2	—FX CLICK [kakakaku: typing]
137.3	—FX CLOMP CLOMP [katsuun katsuun: footsteps]	121.4	—FX GLARE [ki: glaring]
137.4	—FX WHEEE [zeeeeeee: wheezing]	121.4	—FX JOLT [ku: being startled]
138.1	—FX GROWL [guuu: stomach growling]	122.1	—FX CLICK CLICK [ja kakaku: typing]
138.1	—FX GROWL [gyuu: stomach growling]	122.5	—FX SHF [fe: adjusting glasses]
138.2	—FX GROWL [gyuuu: stomach growling]	123.3	—FX WOW [ooh: exclamation]
138.2	—FX SIGH [hu: sighing]	124.3	—FX AHH [aaah: exclamation]
138.5	—FX GROWL [guuu: stomach growling]	125.1	—FX CHEER [oo: cheer]
138.1	—FX RUMBLE [geeee: rumbling]	125.1	—FX CHEER [www: cheer]
139.1	—FX TMP [tar: footstep]	127.1	—FX MUNCH MUNCH [gatsu gatsu: marching]
140.2	—FX CHATTER [seawa: water running]	127.1	—FX GULP GULP [gubi gubi: gulping]
140.2	—FX SHUFF SHUFF [short short short: sharpening]	127.2	—FX HIC [hihi: hiccup]
140.3	—FX SHUFF SHUFF [short short short: sharpening]	127.3	—FX OMON [eee: exclamation]
140.4	—FX CLANG [kaoh: metallic object hitting]	127.4	—FX HEH HEH [hehehe: laughing]
140.5	—FX CLANG [kaoh: metallic object hitting]	127.5	—FX HAH HAH HAH [wah wah: laughing]
140.5	—FX SHUFF SHUFF [short short short: sharpening]	127.5	—FX HAH HAH HAH [para para: laughing]
141.2	—FX SWISH [hyu: flying fast]	127.6	—FX SIP SIP [chib chib: sipping]
141.2	—FX CLANG [kaoh: metallic object hitting]	128.1	—FX ROAR [sooo: roaring]
141.2	—FX CLANG [kaoh: metallic object hitting]	128.3	—FX CLIP [ketuu: footstep]
141.3	—FX OHHH [nuoo: exhalation]	129.6	—FX HEH HEH [hihihihi: laughing]
141.3	—FX CHUCKLE [ku ku ku: chuckling]	130.1	—FX STAGGER [yuuuu: staggering]
141.4	—FX HEH HEH HEH [hihihihi: laughing]	130.2	—FX WHACK [guuuuu: impact sound]
142.1	—FX CLATTER [katsu katsu: clattering]	130.3	—FX THUNK [nuuum: impact sound]

OUBLIETTE
Your *EXCEL SAGA* bonus section!

- | | | | |
|---------|--|-------|---|
| 190.5 | —FX HAH HAH HAH [ha ha ha ha ha: laughing] | 192.2 | —FX MUNCH MUNCH [munch mosh moshi: munching] |
| 190.5 | —FX WACK [gash: punching] | 193.2 | —FX CLATTER [kata kata: clattering] |
| 191.1 | —FX STAGGER [yore: staggering] | 193.2 | —FX MUNCH MUNCH [mucho mucha: munching] |
| 191.1 | —FX HEH HEH HEH [hahahaha: laughing] | 193.5 | —FX MUNCH MUNCH [mucho mucha: munching] |
| 191.2 | —FX FUMBLE [gozo gozo: fumbling] | 193.6 | —FX MUNCH MUNCH [mucho mucha: munching] |
| 191.3 | —FX HAH HAH HAH [ha ha ha ha ha: laughing] | 194.6 | —FX SIGH [haus: sighing] |
| 191.3 | —FX TWITCH [irr: being frustrated] | 194.1 | —FX CLATTER [kassa kassa: clattering] |
| 191.3 | —FX RUSTLE [base: rustling] | 194.2 | —FX MUNCH MUNCH [mopo mogic: munching] |
| 191.3 | —FX PHEW [aha: sighing] | 194.3 | —FX MUNCH MUNCH [mucho mucha: munching] |
| 193.1 | —FX RUMBLE [gozo go zozo : numb/fmg] | 194.3 | —FX MUNCH MUNCH [mopo mogic: munching] |
| 194.1 | —FX CHICKLE [basu kusu kusu: checking] | 194.4 | —FX PHEW [haus: sighing] |
| 194.3 | —FX AHH... [base: exclamation] | 194.4 | —FX SLURP [tuu: slurping] |
| 194.3 | —FX COUGH [geho: coughing] | 195.1 | —FX STOP [pit: stopping] |
| 194.4 | —FX ROAR [zu zu: roaring] | 195.2 | —FX SIGH [haus: sighing] |
| 195.1 | —FX GASP [haus: gasping] | 195.3 | —FX BAM [don, hitting the table] |
| 195.1 | —FX CLAP [jeju: clapping] | 195.4 | —FX SIGH [haus: sighing] |
| 195.2 | —FX NOO [kuku: nodding] | 195.4 | —FX SIGH [haus: sighing] |
| 195.3 | —FX NOO [kuku: nodding] | 195.5 | —FX PAINT [hue: painting] |
| 195.5 | —FX CLUMP [pa: footstep] | 196.5 | —FX RUMBLE [gozo gozo: rumbling] |
| 196.1 | —FX BURP [geku: burping] | 196.6 | —FX RUMBLE [gozo gozo: rumbling] |
| 196.3 | —FX GULP [gojek: swallowing] | 196.6 | —FX WHEEZE WHEEZE [ze ze: wheezing] |
| 196.4 | —FX RUMBLE [coocooco: numbling] | 196.7 | —FX BANG BANG [don don: banging on the door] |
| 196.5 | —FX ROAR [coor: roaring] | 196.7 | —FX BANG BANG [don don: dooor: banging on the door] |
| 199.4 | —FX RUSTLE [base: rustling] | 196.8 | —FX CRACK [peric: cracking] |
| 199.5 | —FX SHOOF [ba: opening the central] | 196.8 | —FX RUMBLE [go go go: numbling] |
| 199.5 | —FX RATTLE [bera gara gara: rattling] | 196.9 | —FX FLUSH [jejeje: flushing] |
| 199.2 | —FX HMPH [fur: sniffling] | 196.9 | —FX CLAK [pucho: door opening] |
| 199.3 | —FX CLASH [gash: clashing] | 197.1 | —FX ROAR [conson: roaring] |
| 199.4 | —FX POINT [juuu: pointing] | 197.2 | —FX PANIC [haa: panicing] |
| 199.4 | —FX BLARE [ki: glaring] | 197.2 | —FX GROWL [jejeje: growning] |
| 199.5 | —FX PHEW [haus: sighing] | 197.2 | —FX MUMBLE [busuu: mumbling] |
| 199.5 | —FX SQUEAK [misuu misuu: squeaking] | 197.2 | —FX RIF [haus: ripping] |
| 199.5 | —FX CREAK [ki: croaking] | 197.2 | —FX CHEW [kuuchuu: chewing] |
| 199.7 | —FX THRILLED [walks walk: being thrilled] | 197.3 | —FX CHEW [kuuchuu: chewing] |
| 197.1 | —FX RATTLE [kara kara: rattling] | 197.2 | —FX MUMBLE [busuu: mumbling] |
| 197.3 | —FX HAH HAH HAH [ha ha ha ha ha: laughing] | 197.3 | —FX RUMBLE [shu shu: moving fast] |
| 197.3 | —FX HEH HEH HEH [huhuhuhuh: laughing] | 197.3 | —FX STAGGER [yore yore: staggering] |
| 197.3 | —FX LIGHT [de: lighting] | 198.1 | —FX SCRRAWL [noso noso noso: screwing] |
| 197.5 | —FX SMOOBER [beru bessu bessu: smooching] | 198.2 | —FX WOBBLE [yeuu: wobbling] |
| 198.1 | —FX KABOOM [explosion: explosion] | 198.2 | —FX SCRRAWL [zuru: scrwawing] |
| 198.2 | —FX ROAR [coor: roaring] | 198.3 | —FX SMILE [upu: smiling] |
| 198.3 | —FX ROAR [de: roaring] | 198.4 | —FX SCRRAWL [noso noso noso: screwing] |
| 198.5 | —FX BLARE [ki: glaring] | 198.1 | —FX WHEEZE [ow: wheezing] |
| 198.5 | —FX SIGH [haus: sighing] | 198.1 | —FX WHEEZE [ow: wheezing] |
| 199.1 | —FX YAWN [funyu funyu: yawning] | 198.1 | —FX WHEEZE [ow: wheezing] |
| 199.3 | —FX MUMBLE [busuu busuu: mumbling] | 199.1 | —FX COLLAPSE [geku: collapsing] |
| 199.4 | —FX SHAKE SHAKE [huru huru: shaking] | 199.2 | —FX HEH [ha: laughing] |
| 199.5 | —FX HAH HAH HAH [ha ha ha ha ha: laughing] | 199.4 | —FX WOBBLE [yeuu: wobbling] |
| 199.7 | —FX DASH [de: dashing] | 199.5 | —FX STAGGER [yore yore: staggering] |
| 199.7 | —FX RATTLE [gozo gozo: rattling] | 199.6 | —FX JOLT [bliss: being startled] |
| 199.7 | —FX THUD [dooh: dropping off] | 199.1 | —FX RUMBLE [open: numbling] |
| 199.7 | —FX GASP [haus: gasping] | 199.1 | —FX STAGGER [yore: staggering] |
| 199.8-1 | —FX RUMBLE [gozo: numbling] | 199.2 | —FX THROB [deku: heart throbbing] |
| 199.8 | —FX RAT-A-TAT [degoogage: barrage] | 199.3 | —FX BULP [gozo: swallowing] |
| 199.8 | —FX WOOSH [fushu smoke coming in] | 199.3 | —FX SLOSH [chupuu: sloshing] |
| 199.8 | —FX SWISH [ipu: flying fast] | 199.4 | —FX SIGH [haus: sighing] |
| 199.8 | —FX RUMBLE [coor: numbling] | 199.4 | —FX HEH HEH [hihi: laughing] |
| 199.8 | —FX RAT-A-TAT [degoogage: barrage] | 199.4 | —FX WOBBLE WOBBLE [tara tara: wobbling] |
| 199.8 | —FX WOOSH [fushu smoke coming in] | 199.5 | —FX FIPIT [gabe: getting up] |

identical 32-foot high statues of the singer placed in cities around Europe. That was a straight-up Kabapu move.

164. Possibly a reference to LE, a simplified text editor for Unix-type systems, or to the idea that this Isshiki is a "Limited Edition."

24.2: This Takara toy company introduced Milton-Bradley's *Life* game to Japan under license in 1988. Sumiyoshi's remark about how this isn't the Showa era anymore underscores how its conclusion (actually, in 1989) more or less coincided with the end of Japan's upward economic momentum.

34.5: Umi's original exclamation was not "Ehhh...?" but "Haaaa...?" (pronounced "ha-ahhhh?"). It reminds me of the fact in the original *Cardcaptor Sakura* manga, Sakura exclaims not "EH?" as she does in the English version, but "Haa?" Perhaps having that initial "K" sound sounds cuter in Japanese, but there is the risk people will get the wrong idea.

53.3: Niwa's line should ideally be read in the voice of George Takei.

72.1: The kanji means "gold," but also "money."

73.5: In the original Japanese, the term used for "self-destruct button" is *jibaku butsu*, literally "self-explode button," using the English loan word for "button" pronounced in a Japanese manner.

76.5: I'm sure you noticed this, but the readout from Excel's side looks like a Pac-Man screen. I think this is a very *Airplane!* style gag, but then again, *Excel Saga* is sort of the *Airplane!* of sci-fi series. I keep waiting for Dr. Kabapu to say to Shisouji, "That's impossible! They're on INSTRUMENTS!"

97.6: In the original Japanese, the "Isshiki LE..." is given a subtitle reading "transmitter," referencing Kakepu's remark earlier that once they press a certain point, she only serves as a transmitter relay.

116.1-2: Matsuya and Elgalo are nibbling on CalorieMate, a sort of Japanese quick-energy bar that looks like a shortbread cookie but comes in various flavors including cheese, potato, and maple (these bars also seem to be the remaining "treats" the characters fight over later in the story). I say, if you want to go full weebbo, forget the Pocky and the melon-pan; next time you're at a con, bust out with the CalorieMate. And as for that term, to paraphrase The Pharcyde, we're all weenies in our own way.

121.1: The translator notes that *nikouchi* literally means "two and one"—it means to create one object out of multiple objects.

175.3	—FX TAP [bar: tapping]
175.1	—FX FWIP [shave: marching]
175.2	—FX SHOOP [walk: stepping back]
175.3	—FX DASH [run: dashing]
175.4	—FX FLASH [run: flashing]
177.1	—FX FLASH [base: flashing]
177.2	—FX ROAR [ocean: roaring]
177.3	—FX ROAR [ocean: roaring]
177.4	—FX HOWL [hyena: howling]
177.5	—FX TMP [bar: landing]
179.4	—FX SHUT [baton: door shutting]
180.1	—FX STAGGER [turn: staggering]
180.2	—FX SIGH [face: sighing]
180.4	—FX SQUEEZE [stomach: squeezing]
181.1	—FX RUB RUB [hand hand: rubbing]
181.2	—FX SHF [be moving slowly]
181.4	—FX SQUEEZE [stomach: squeezing]
182.3	—FX HA HA HA [ha ha ha: laughing]
182.5	—FX DANGLE [jewelry: dangling]
182.6	—FX SINK [water: sinking]
182.6	—FX THUD [eush: feeling heavy]
183.1	—FX JOLT [elite: being startled]
183.2	—FX GLEAM [glitter: gleam]
183.4	—FX BAM [body: hitting]
185.1	—FX CLENCH [fist: clenching a fist]
185.2	—FX PANT PANT [ha ha ha: panting]
186.1	—FX SHF [be putting a towel]
185.1	—FX CHILL [hybrid: feeling a chill]
185.2	—FX KLANK [bullet: rattling]
185.4	—FX PHEW [vac: exhaling]
187.1	—FX BUZZ BUZZ [zz zz: buzzing]
187.3	—FX SIGH [face: sighing]
188.2	—FX RATTLE [jewelry: rattling]
188.2	—FX PANT PANT [ha ha ha: panting]
189.2	—FX PANT PANT [ha ha ha: panting]

7.1: The dots in the title of Mission 1 stand for a word that was similarly blanked out in the Japanese original, perhaps "Time."

8.1: Kabapu is assuming the pose of Michael Jackson from the cancelled *This Is It* series of concerts in London, the preparations for which were filmed and released as a documentary film of the same name. The editor was in London in March of 2009, and already there were huge billboards up for the concert series, even though it wasn't scheduled to start until July. *This Is It* was to have been a series of 50 performances extending into March of 2010. Despite the, er, controversies surrounding the singer, demand for tickets proved enormous, the first ten shows alone were projected to earn him US\$80 million dollars—or might have, had not Jackson died suddenly two months before the series was to begin. At first glance there may seem little in common between Michael Jackson and Kabapu, and yet, I am reminded of the publicity campaign for Jackson's *HIStory* tour in 1995, which involved nine

oubliette

Your EXCEL SAGA bonus section!

146.4. Presumably Miwa has her own bathroom in her private chambers, but perhaps with super-advanced science she simply shunts all her waste into another dimension.

149.3. In the original Japanese, Egala says it in his gang: *sutaba, Awapachiyoya* (that's how she pronounces it). Did you know that in Japan you can get a rum-flavored Frappuccino (the "Rhumba Frappuccino"? I'm only a little disappointed that, crazed by hunger, Matsuya and Egala didn't start to look at each other and see that each has become a leg of fried chicken. That's one classic American cartoon gag you may see in anime.

157. The translator notes that the purple box guy or *Murasaki no Hako no Aito* is a play on *Murasaki no Boro no Aito* (Purple Rose Person), a character from *Glasses no Kamen* (Glass Mask), a shōjo manga by Seizi Mochi that began running in Hikusensha's *Aito & Kome* magazine (today home of *Skip Beat!* and *Dressama* [cancel]), Glass Mask which started in 1976 and is still ongoing, is (with well over 50 million copies sold) perhaps the most successful shōjo manga of all time. The "Purple Rose Person" in Glass Mask is Masumi Heyami, the heir of an entertainment production company, who sends purple roses and financial aid to the manga's heroine, aspiring actress Maya Kitajima, while hiding his true identity from (and feelings for) her—even as Naya believes that Masumi is trying to work against her career.

171.3. Egala, of course, is bullied (jime in Japanese) terribly by Excel (an unpleasant if humorous aspect of Excel's character), so she takes a special interest in these things.

172.2. The delivery boxes are marked with a parody of Amazon's Japanese logo; instead they say *Anozama.co.jp*. "Konezame" is "Amazon OK" spelled backwards, and is slang used in Japan to describe a situation where your Amazon order gets delayed or cancelled unexpectedly.

179. By now, you've likely heard about some of Rikiko Sensei's manga projects following the conclusion of *Excel Saga*; there's Ageba in *Excel Saga's* old home, *Young King Ours* magazine, today also home of Keita Hirano's awesome *Drivers*! which, like *Excel Saga*, he both writes and draws, but a bit of a surprise has been his collaboration with one of the most famous international manga creators, Shirok Masemune. Shirak is writing, and Rikiko is drawing, *Ghost Urn*, a manga that began in the November 2012 issue of Kadokawa's *Newtype Ace* magazine. It opens on the cruise ship *Epinethus* (compar to Shirok's invocation of Prometheus in *Applesseed*; in Greek myth, Epinethus was Prometheus's idiot brother) in a future when large-scale disasters have made cyborgization a fashionable survival tool; such a converted 16-year-old girl (a human brain in a robot body, a la *Iwala*) is on her way to an "idyllic South

123.1. For our UK readers, "super pissed" here is meant in the American sense of "extremely angry" rather than the British sense of "when I fell on the floor, I drank more."

124.3. Note that Sumiyoshi, in the original Japanese, actually gives the Latin toast of *Prost!* (meaning literally "may it be [good] for [you]"), perhaps better known in the form it was adapted into in German, *Prost* where it is used the same way *Cheers* would be in English. Sumiyoshi pronounces it in Japanese as *puruwashite*.

127.1. The Japanese bottles are (or rather, were), full of Donaku, a Hakata-produced (see note below) blend of shochu, the distilled Japanese liquor at about 50 to 70 proof that has become more popular nationwide in recent years than sake (which is brewed rather than distilled). Shochu, however, has always been popular in Fukuoka, as it originated on its island of Kyushu, possibly introduced as a foreign concept in the 16th century. The editor needs to get mom into shochu, as it was only last year that he finally found a sake he liked, and it occurred to him that if it took 25 years of trying, then sake may not be far from him (his first sake was out of a vending machine at 14—come on, a 16-year-old is going to do that just because they can). Donaku, by the way, is also the name of the gigantic street festival (it attracts as many as two million people) held in Fukuoka every year during Golden Week, Japan's big public holiday in late April and early May. The parade route goes past ACROS Fukuoka and ends right before Fukuoka City Hall, making it an event both sides in *Excel Saga* can enjoy. Humorously, the cheap, sweet potato distilled shochu is contrasted with Egala's bottle of Romanée-Conti, often described as the most expensive red wine in the world. A single bottle of recent vintage can cost ten to fifteen thousand dollars; think how many copies of *The Drops of God* you could buy with that money.

140.1. The editor and translator note that Shungetsuan is a restaurant in Hakata, a district on the east side of Fukuoka (actually, where the main train station is, as once you get to Fukuoka you have basically run out of west in Japan). It's within walking distance of Sumiyoshi Junior High, which I somehow think is no coincidence on Rikiko's part. Fukiya is a type of egg mix used in *okonomiyaki*, the savory pancake that every U.S. anime fan used to know, back when *Ranma 1/2* was big. Kemaya is a traditional Japanese confectionery shop in Fukuoka's Chuo ward (off the northwest corner of Hakata). Zenzai is a Japanese dessert made of baked mochi (sticky rice cake) and red bean soup; for more on Nakasu, please see vol. 19's "Oubliette," note for 19.4 (although the editor meta-notes that note doesn't mention that Nakasu is also Fukuoka's "adult entertainment" district...).

145.2. I had been under the general impression that Isshiki was built by Tenmanji and Nishiki by Geijou, but perhaps I was wrong about that. It's okay. I've only been editor for the last 25 volumes.



"Seas island" (riddled with craters) to go live with her aunt (I found I had to look twice to realize it was Rikido Koshi's art; not so much because the art is different, but because I'm unused to seeing a Rikido manga where most of the characters are not yet adults). Note that *Ghost Urn* is the English title Shirou gave the manga, but the Japanese title is *Koakaku no Paedra*. This is getting into another complicated bit of Shirou wordplay similar to the difference between his two titles of his most famous manga, *Ghost in the Shell/Koakaku Kidoutai*, and I'm not confident to fully explain it, except to point out that not only are these two Koakaku pronounced the same but written differently (i.e., they use different kanji), but in neither case do they actually mean "ghost" in Japanese. For example, the kanji used to spell Koakaku in *Koakaku no Paedra* refer to an old-fashioned way to spell the color of red iron oxide. This is actually pronounced *denigara* in Japanese, but the kanji by themselves could be pronounced "ko" and "kaku" respectively. Note that in both manga, the *Kaku* does mean "shell," but in the case of the other Koakaku is evidently a made-up word by Shirou fusing the kanji for "assault" and "shell") whereas the *Kidoutai* he uses is a real word meaning "riot police" or "riot battalion." To sum up, in both manga Shirou is using the English word "ghost" in its English title, even though neither manga uses the Japanese word for "ghost" in its Japanese title. As I said, I'm not confident to fully explain it ^_~ but seriously, I know there's levels of wordplay here that I'm not getting. Even Fred Schott, the greatest of all manga translators, once mentioned having to FAX a question to Shirou about some kanji combinations in *Ghost in the Shell* he simply couldn't figure out, only to have Shirou respond that he didn't quite understand what they meant either! By the way, if you were to try and enter the Japanese title of *Ghost in the Shell* into an online translator such as Google or Excite, it would illustrate the way such applications "think." It would translate the grouping of five kanji that make up *Koakaku Kidoutai* as "Ghost in the Shell." In a sense that's completely correct, because of course that is the English title of the series, but the program doesn't "realize" that's not actually a translation of the kanji themselves. It just gives that result because its database has noted the close association between that particular grouping of kanji and the English phrase "Ghost in the Shell." If the manga never had an English title, and you were starting your translation from scratch with that grouping of kanji, it seems very unlikely (as noted above) that you would come up with "Ghost in the Shell." Likewise, if you were to translate "Ghost in the Shell" into Japanese, you might come up with something like *Kara no naka no yuri* (Arthur Koestler's book *The Ghost in the Machine* is called *Kikai no naka no yuri* in its Japanese edition).

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